

# License Agreement

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# Key Guide

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- abc** (red) Writes words in cursive script.
- abc** (maroon) Writes words in manuscript printing.
- BACK** Erases a letter, backs up to the previous screen, or turns off the highlight in definitions.
- CLEAR** Clears the most recently entered word.
- ENTER** (purple) Enters words, starts the highlight in definitions, or selects items.
- GAMES** (purple) Shows the Games menu.
- HELP** (light blue) Shows help messages.
- LIST** (blue) Lets you use your word list, change settings, or view a demonstration.
- ON/OFF** Turns the Homework Wiz™ on or off.
- SHIFT** Shifts the keys to type capital letters.
- SPEAK** (green) Pronounces words aloud.
- ?** Types a ? to stand for a missing in a word, or shows confusables®.
- ↑** Moves up, or makes the screen darker at the *Enter a word* screen.
- ↓** Moves down, or makes the screen lighter at the *Enter a word* screen.
- ←** Moves the cursor or text to the left.
- Moves right, or types a space.

# Getting Started

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Before you start, you should install new batteries and adjust the screen contrast. Note: Replace the batteries when the screen contrast is too light even after adjustment. When you remove batteries, stored information is erased.

- 1. Remove the battery compartment cover on the back of the unit.**
- 2. Install four AAA batteries.**
- 3. Press **ON/OFF**.**
- 4. Type your name as you want it to appear in this dictionary. Or press **ENTER** if you do not want your name to appear.**

To type a space, press . The first letter of each word you type in your name will automatically appear as a capital in this dictionary.

- 5. Press **ENTER**.**
- 6. Press or repeatedly to make the screen lighter or darker.**

Note: You can make the screen lighter or darker only when *Enter a word* is on the screen.

**RETAIN FOR FUTURE REFERENCE:** Use batteries only of the same or equivalent type, inserted with the correct polarity, as recommended in this manual. Exhausted batteries should be removed. Do not mix old and new batteries or batteries of different types. In addition, the supply terminals should not be shorted.

### ✓ Seeing a Demonstration

You can see a brief demonstration by first pressing **LIST** (blue) and then pressing **↓** until you see *See Me Work*. Then press **ENTER** to see the demonstration. To stop the demonstration, press **CLEAR**.

### ✓ Changing the Name

As you saw in “Getting Started,” you can enter your name or nickname so that it appears when you turn on the Homework Wiz or win a game.

To enter or change the name, first press **LIST** (blue) and then press **↓** until you see *Enter Your Name*. Then press **ENTER** and use **BACK** to erase the letters. Type your name or nickname as you want it to appear and then press **ENTER** again.

### ✓ Help is Always at Hand

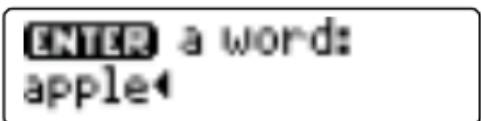
You can view a help message at almost any screen by pressing **HELP** (light blue). To hear the help message, press **SPEAK** (green). To turn off the speech, press **BACK**. To go back to where you were, press **BACK** again.

# Looking up a Word

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It's easy to look up the definitions of words with your Homework Wiz. Let's learn how.

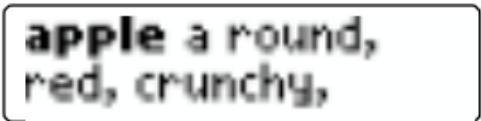
1. Press **CLEAR**.
2. Type a word. For example, type *apple*.



ENTER a word:  
apple

To erase letters, use **BACK**. To type a space, press **⇨**. To type a capital letter, hold down **SHIFT** while you type a letter.

3. Press **ENTER** to see its definition.



apple a round,  
red, crunchy,

4. Press **↓** to read more of the definition.
5. To hear the definition, press **SPEAK** (green).  
To turn off the speech, press **BACK**.  
To learn more, read "Hearing Words."
6. Press **CLEAR** when you are finished.

## ✓ About the Automatic Shutoff

If you forget to turn off the Homework Wiz, it will turn off automatically in about two minutes.

# Correcting Misspellings

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If you misspell a word, the Homework Wiz automatically shows you a list of spelling corrections.

1. Press **CLEAR**.
2. Type a misspelled word. For example, type *jiraph*.

**ENTER** a word:  
*jiraph*

3. Press **ENTER**.

**giraffe**  
*Geiger*

The “boing” sound indicates a misspelling.

4. Press **SPEAK** (green) to hear the word.  
To highlight another correction, press **↓**.
5. Press **ENTER** to see its definition.

**giraffe** a  
spotted animal

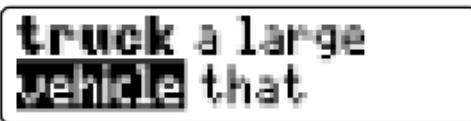
6. Press **BACK** to go back to the corrections.
7. Press **CLEAR** when you are finished.

# Jumping to a Word

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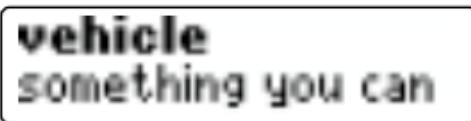
If you want to learn the meaning of a word that you see in a definition, you can highlight the word and then jump to its definition.

1. Press **CLEAR**.
2. Type a word. For example, type *truck*.
3. Press **ENTER**.
4. Press **ENTER** again to start the highlight.  
To turn off the highlight, press **BACK**.
5. Press the arrow keys to highlight a word.  
For example, highlight *vehicle*.



truck a large  
**vehicle** that

6. Press **ENTER** to jump to the definition of the highlighted word.



**vehicle**  
something you can

7. Press **SPEAK** (green) to hear the definition.  
Then press **BACK** to stop the speech.
8. Press **BACK** again to go back to the word that you typed.
9. Press **CLEAR** when you are finished.

# Finding Letters in Words

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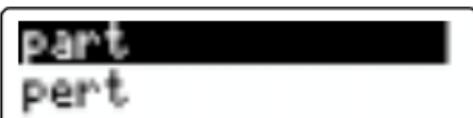
If you don't know how to spell a word, type a question mark (?) in place of each letter that you are unsure about.

You can type more than one question mark in a word. You can use ?'s to help you solve cross-word puzzles and other word games. Try this example.

1. Press **CLEAR**.
2. Type a word with ?'s in place of letters.  
For example, type *p?rt*.



3. Press **ENTER**.



4. Use **↓** to highlight a word.
5. Press **ENTER** to see the definition of the highlighted word.
6. Press **BACK** to go back to the matches.
7. Press **CLEAR** when you are finished.

# Writing Letters and Words

The Homework Wiz can write letters and words in both cursive script and manuscript printing.

1. Press **CLEAR**.
2. Type or enter one or more words. For example, type or enter *hot dog*.  
To type a space, press  $\Rightarrow$ .
3. Press **abc** (red) to see the word(s) written in cursive script.

To see the word(s) written again, press **abc** (red) again or **ENTER**. If the word is too long to fit on the screen, use  $\Rightarrow$  to see it.

4. Press **abc** (maroon) to see the word(s) written in manuscript printing.

## ✓ Changing the Writing Speed

You can change the speed of the handwriting by pressing **LIST** (blue), pressing  $\Downarrow$  until you see *Handwriting Speed*, and then pressing  $\Leftarrow$  or  $\Rightarrow$ .

# Viewing Confusables®

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Confusables are words that are spelled or sound alike that people often confuse. When you see a question mark flashing to the right of a word, that word has confusables.

1. Press **CLEAR**.

2. Type **red** and then press **ENTER**.

Notice the flashing question mark.

3. Press **?**.

red: color  
read: book

Each confusable is followed by a word that explains its meaning.

4. Press **↓** to view more confusables, if any.

read: book  
needs: grass

5. To jump to the definition of a word, highlight it and press **ENTER**.

To learn how to highlight a word, read “Jumping to a Word.”

6. Press **BACK** to go back to the confusables.

7. Press **CLEAR** when you are finished.

# Saving Words for Study

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You can save as many as 80 words in your own word list for study and review. You can add words to the list that are not found in this dictionary, but they take up more space in your list.

## To Add a Word to Your List

1. Press **CLEAR**.
2. Press **LIST** (blue).
3. Press **↓** or **↑** until you see *Add a Word* and then press **ENTER**.
4. Type a word and then press **ENTER**.

If the word is not in this dictionary, press **↓** or **↑** to see your options and then press **ENTER** to select one.

**- or -**

1. Press **CLEAR**.
2. Type or enter a word.

If you entered a word, you can press **ENTER** again and then use the triangle keys to highlight a word in the definition. You can also add highlighted words from spelling correction and confusables lists.

3. Press **LIST** (blue).
4. Press **ENTER** to add the word.

# Saving Words for Study

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## To See and Hear Your Words

1. Press **LIST** (blue).
2. Press **↓** or **↑** to see *See Your Words* and then press **ENTER**.
3. Press **↓** or **↑** to highlight a word.
4. Press **SPEAK** (green) to hear a word, **ENTER** to see its definition, **abc** (red) or **abc** (maroon) to see it written, or **?** to see its confusables, if any.

## To Erase a Word

1. Press **LIST** (blue).
2. Press **↓** or **↑** to see *Erase a Word* and then press **ENTER**.
3. Press **↓** or **↑** to highlight a word.
4. Press **ENTER** to erase the highlighted word. Or press **BACK** to cancel.

## To Erase Your Entire List

1. Press **LIST** (blue).
2. Press **↓** or **↑** to see *Erase List* and then press **ENTER**.
3. Press **Y** to erase your list. Or press **N** to cancel.

# Hearing Words

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The Speaking Homework Wiz can pronounce the words that appear on almost any screen—in definitions, handwriting examples, spelling correction lists, your word list, confusables, games, menus, prompts, and even help messages. Just press the green SPEAK key whenever you want to hear words.

To adjust the volume, turn the volume control wheel on the side of the Homework Wiz. You can plug headphones into the headphone jack on the other side to listen by yourself.

Try this example.

- 1. Press** **CLEAR**.
- 2. Type *elephant* and then press** **SPEAK** **(green)** **to hear the word.**

If you press **SPEAK** for a misspelled word or a word not in this dictionary, a “boing” sounds.

- 3. Press** **ENTER** **and then press** **SPEAK** **(green)** **to hear its definition.**

A tone sounds at the end of the definition. To stop the speech, press **BACK**.

- 4. Press** **ENTER** **and then use the arrow keys** **to highlight a word in the definition.**

5. Press **SPEAK** (green) to hear the highlighted word.
6. Press **abc** (red) or **abc** (maroon) to see the highlighted word written.
7. Press **SPEAK** (green) to hear the written word.
8. Press **CLEAR** when you are finished.

## ✓ Turning the Sound Off or On

You can turn the sound on or off by pressing **LIST** (blue), pressing  to see *Sound*, and then pressing  or .

## ✓ Hearing the Menus

If the sound is turned on, you can press **SPEAK** (green) to hear the items on the List or Games menu. Just press **LIST** (blue) or **GAMES** (purple) and then press **SPEAK** (green) to try it.

## ✓ Just Follow the Arrows

Do you see the flashing arrows at the right of the screen? They show you which arrow keys you can press to see more words in lists and definitions.

# Changing Games Settings

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Homework Wiz has six fun word games. You can choose a skill level (easy or hard) and which game words (all or your list) to use.

1. Press **GAMES** (purple).
2. To change the skill level, press  or  to see *Skill Level* and then press  or  to switch between settings.
3. To change the game words, press  or  to see *Game Words* and then press  or  to switch between settings.

The check marks your current setting.

## ✓ Understanding the Skill Levels

The skill levels change the number of guesses in Hangman, the difficulty of the computer opponent in Tic-Tac-Toe, and the number of letters in Jumble, Flashcards, and Guess That Word. Tic-Tac-Toe 2-Player is unaffected by the skill level.

## ✓ Understanding the Game Words

If you choose *All*, the game words will be chosen at random from the dictionary. If you choose *Your List*, the game words will be from the words in your list. Words in your list that have capitals, punctuation, or spaces will not appear in the games.

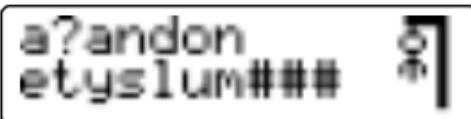
# Playing the Games

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## Hangman

Hangman challenges you to guess a mystery word, indicated by ?'s, one letter at a time.

1. Press **GAMES**, if needed.
2. Press **↓** or **↑** to see *Hangman* and then press **ENTER**.
3. Type letters you think are in the word.



4. To give up and reveal the word, press **?**.
5. To see the definition of the word, press **ENTER**.  
To go back to the game, press **BACK**.
6. Press **⇨** to play a new round.

## Jumble

Jumble scrambles the letters of a mystery word. You must unscramble all the letters to form the word. Note: When you are playing Jumble using *Your List*, only words that are in this dictionary's word list will appear as game words.

1. Press **GAMES**, if needed.
2. Press **↓** or **↑** to see *Jumble* and then

## Playing the Games

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press **ENTER**.

3. To shuffle the letters, press **ENTER**.

EDER  
Word:

4. Type your guess and press **ENTER**.
5. To give up and reveal the word, press **?**.
6. Press **ENTER** to see the definition of the word.  
To go back to the game, press **BACK**.
7. Press  to play a new round.

## Flashcards

Flashcards flashes words for you to spell or say.

1. Press **GAMES**, if needed.
2. Use  or  to see *Flashcards* and then press **ENTER**.

barter  
play again: 

3. Press **SPEAK** (green) to hear the word.
4. Press **ENTER** to see the definition of the word.  
To go back to the game, press **BACK**.
5. Press  to play a new round.

### Guess That Word

In Guess That Word, you must type the missing letters in the mystery word.

1. Press **GAMES**, if needed.
2. Press **↓** or **↑** to see *Guess that Word* and then press **ENTER**.

ag\_in: another  
time, once more

To read the definition of the mystery word, press **↓**, if needed.

3. If needed, use **⇨** or **⇦** to select a missing letter, and then type the letter that you think belongs there.
4. Continue typing letters until the word is complete or no more tries are left. Or press **?** to give up and reveal the word.
5. Press **⇨** to play a new round.

### ✓ Seeing Your Score

Your score appears after each round of most games until you change games or until you exit the game.

## Playing the Games

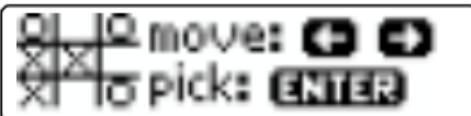
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### Tic-Tac-Toe

In Tic-Tac-Toe, your challenge is to get three X's in a row before your computer opponent can get three O's in a row.

1. Press **GAMES**, if needed.
2. Press **↓** or **↑** to see *Tic-Tac-Toe* and then press **ENTER**.
3. Use the arrow keys to move your X to the spot that you want and then press **ENTER**.

The computer will place its O.



4. Continue playing until one side wins or the round ends in a tie.
5. Press **⇨** to play a new round.

### ✓ Playing Tic-Tac-Toe 2-Player

Tic-Tac-Toe 2-Player is the same as regular Tic-Tac-Toe except that you play with a friend instead of against the computer.

One player plays X and the other plays O.

## **Limited Warranty (U.S. only)**

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This product, excluding batteries, is guaranteed by Franklin for a period of one year from the date of purchase. It will be repaired or replaced (at Franklin's option) free of charge for any defect due to faulty workmanship or materials.

Products purchased outside the United States that are returned under warranty should be returned to the original vendor with proof of purchase and description of fault. Charges will be made for all repairs unless valid proof of purchase is provided.

This warranty explicitly excludes defects due to misuse, accidental damage, or wear and tear. This guarantee does not affect the consumer's statutory rights.

# Product Information

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## KID-240 Specifications

Dimensions: 2.3 x 10 x 16 cm • Weight: 7 oz • Batteries: 4 AAA, 1.5-volt • Screen size: 17 x 79 continuous pixel

## Cleaning, Storage, Problems

To clean this spelling corrector, spray a mild glass cleaner onto a cloth and wipe its surface. Don't spray liquids directly on the spelling corrector. Don't use or store this dictionary in extreme or prolonged heat, cold, humidity, or other adverse conditions. If you have a problem with your unit, refer to the limited warranty. For sales and customer service, please call 1-800-266-5626.

## FCC Notice

Complies with the limits for a Class B computing device pursuant to Subpart B of Part 15 of FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference; and (2) this device must accept any interference received, including interference that may cause undesirable operation.

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Euro. Pat. 0 136 379. Patents Pending.

ISBN 1-56712-414-3

This unit may change operating modes due to electrostatic discharge. Normal operation of this unit can be reestablished by pressing **ON/OFF**.

# Your Notes

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FSS-28000-00  
PN 7201216

Printed in the U.S.  
Rev. B



**USER'S GUIDE**